What is claimed is:

1. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters responsive to a relation limit varied with directions of said directional relation; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

2. The method as claimed in claim 1, wherein each of said pixels comprises red data, blue data, green data and alpha channel data.

3. The method as claimed in claim 1, wherein each of said directional relation defines relative edge positions of said 2-D graphic object closest to said pixels.

4. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters

responsive to a mapping table defining offset values of said z-axis parameters; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

5. The method as claimed in claim 4, wherein each of said pixels comprises red data, blue data, green data and alpha channel data.

6. The method as claimed in claim 4, wherein each of said directional relation defines relative edge positions of said 2-D graphic object closest to said pixels.

7. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters responsive to a relation limit varied with directions of said directional relation, a contour curve, and a mapping table defining offset values of said z-axis parameters; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

8. The method as claimed in claim 7, wherein each of said pixels comprises red data, blue data, green data and alpha channel data.

9. The method as claimed in claim 7, wherein each of said

directional relation defines relative edge positions of said 2-D graphic object closest to said pixels.